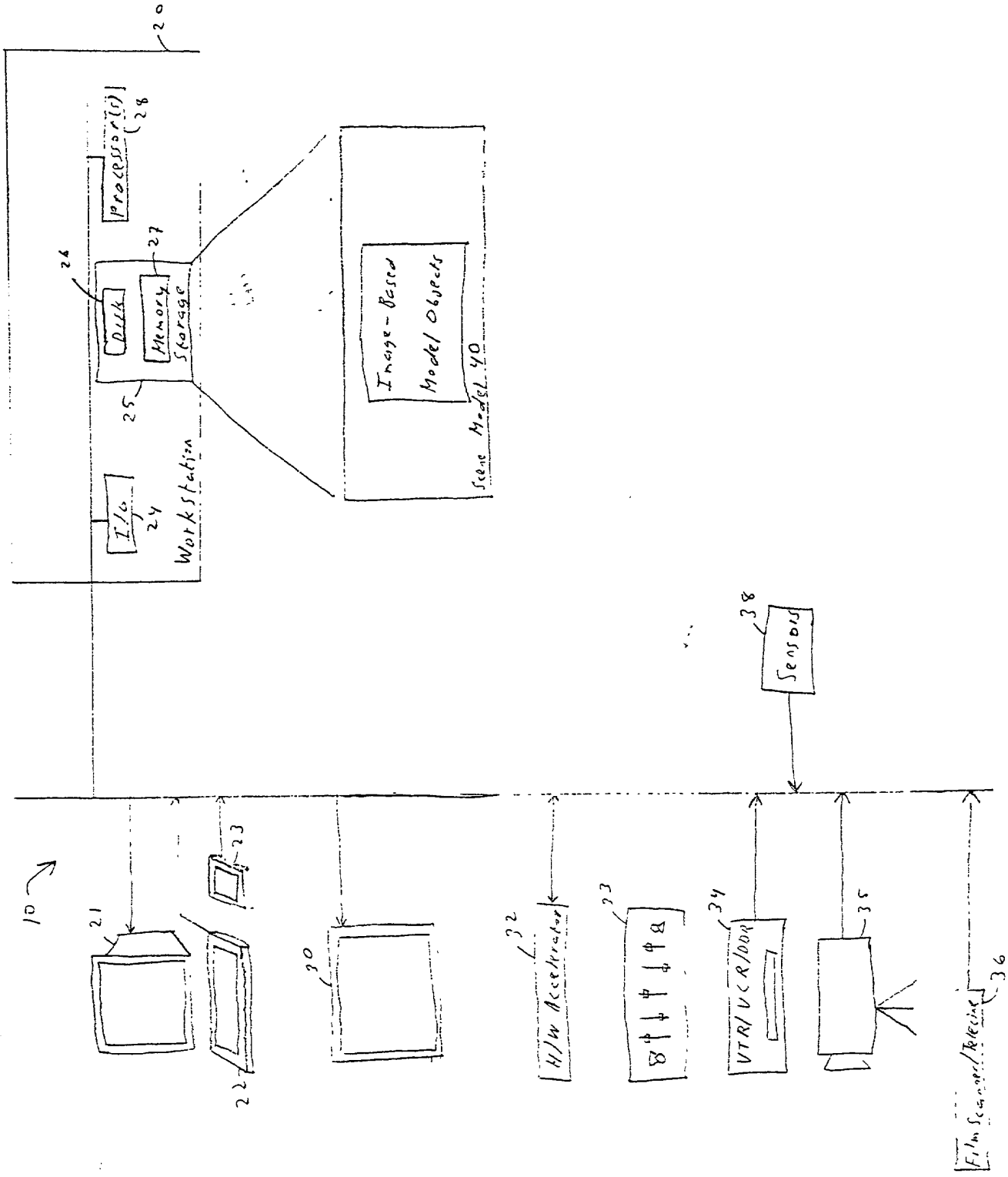

Fig. 1

09647864-050204

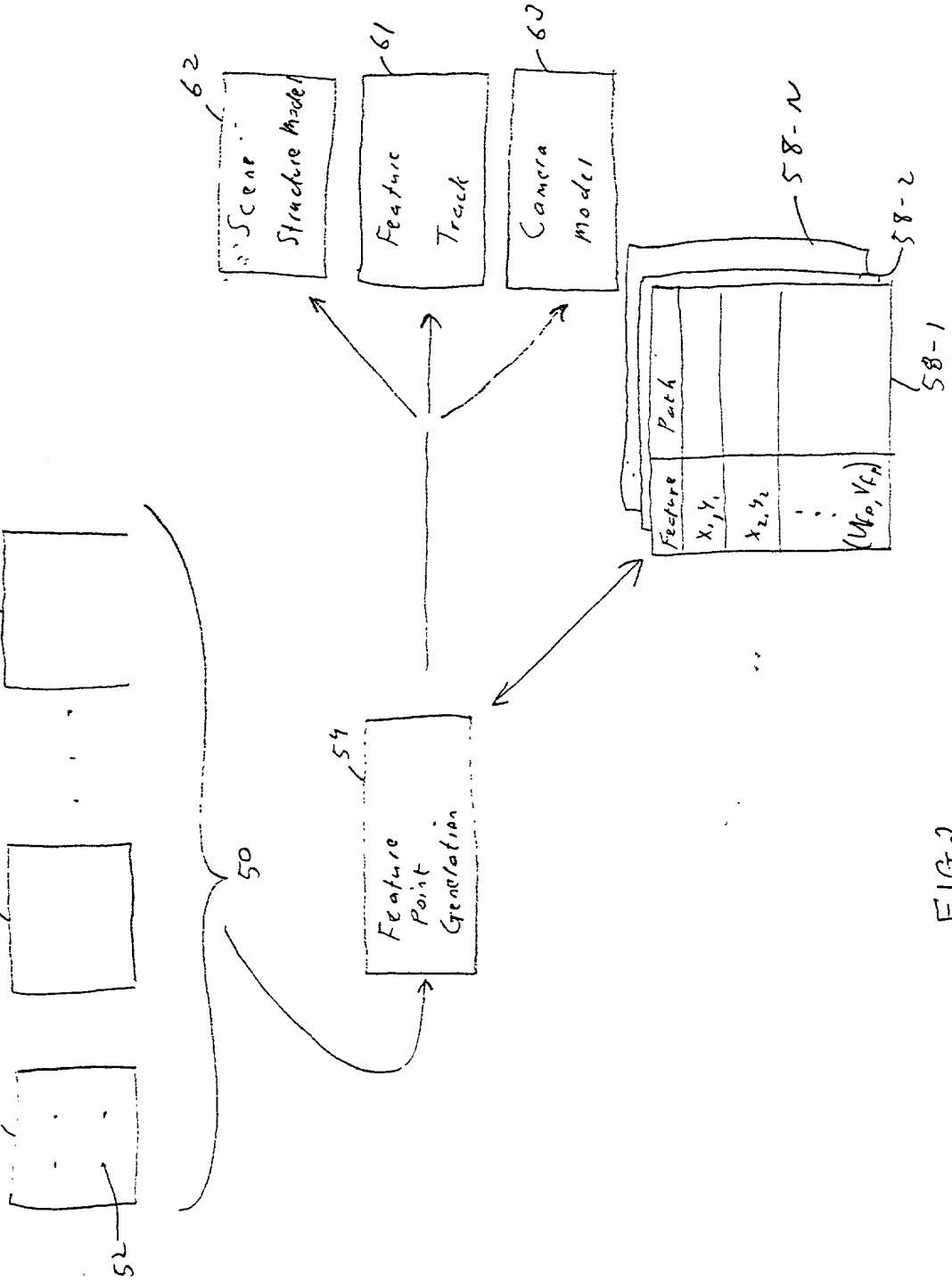
62
Scene Structure Model
61
Feature Track
60
Camera Model
58-N
58-2
58-1
Path
Feature
x_1, y_1
x_2, y_2
(u_{F_0}, v_{F_0})
54
Feature Point Generation
50
51-N
51-2
51-1
52

FIG 2

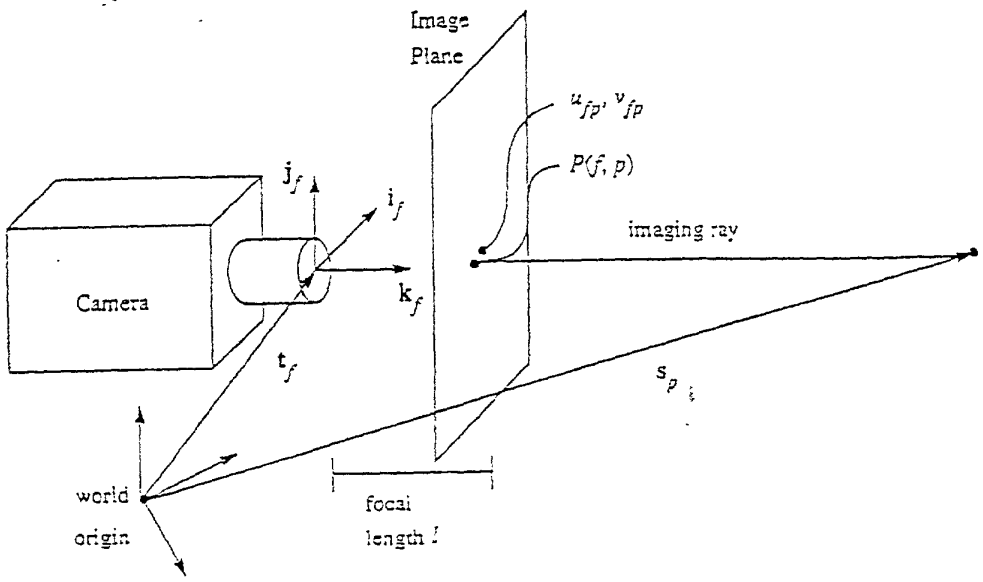

Fig. 3

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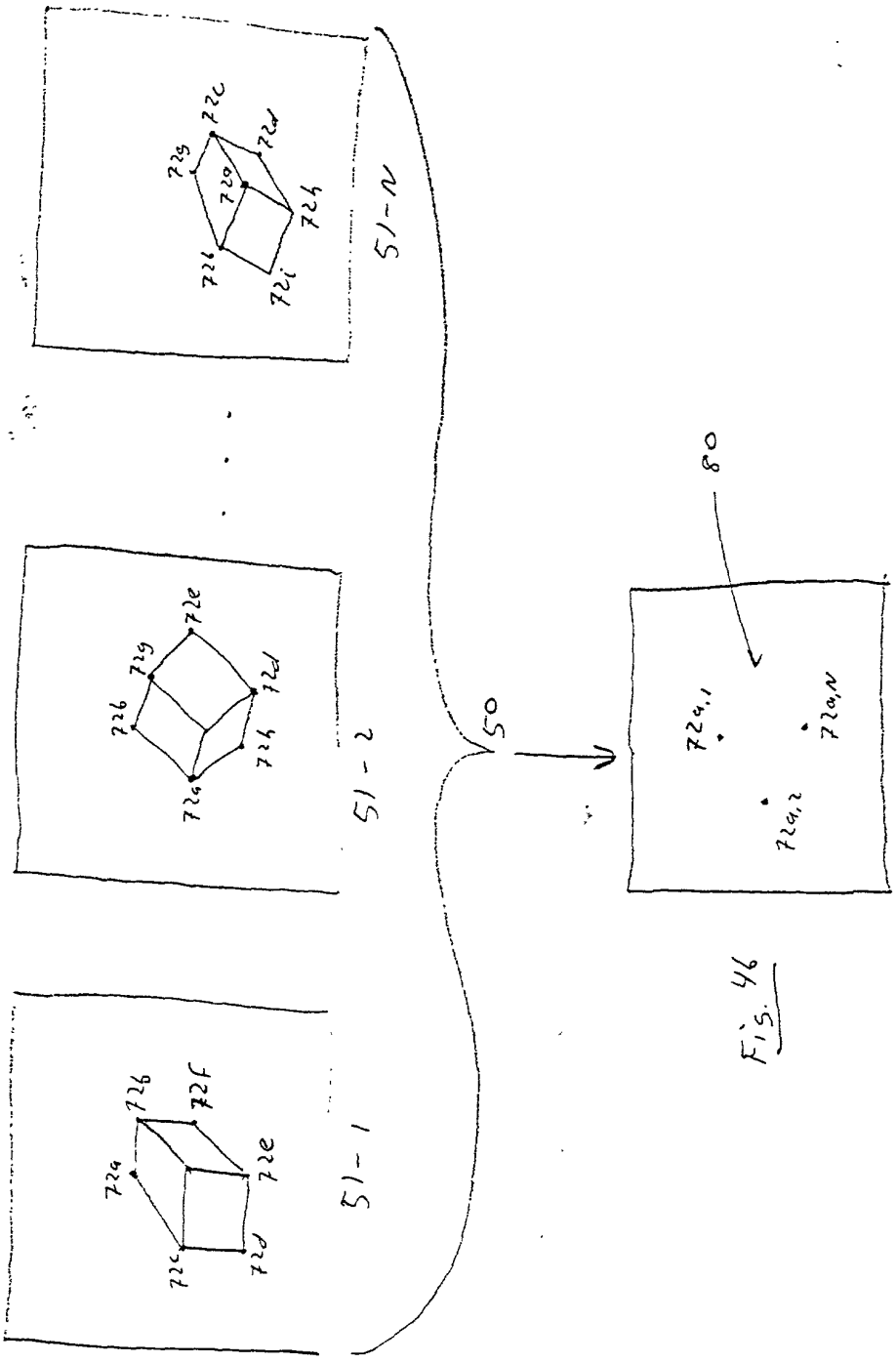

Fig. 4a

Fig. 4b

0854764 - 050201

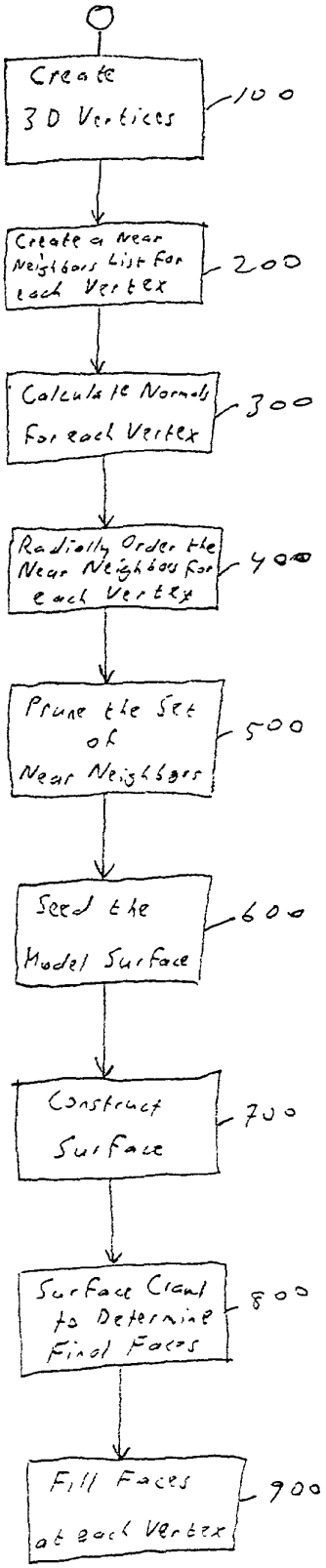

Fig. 5

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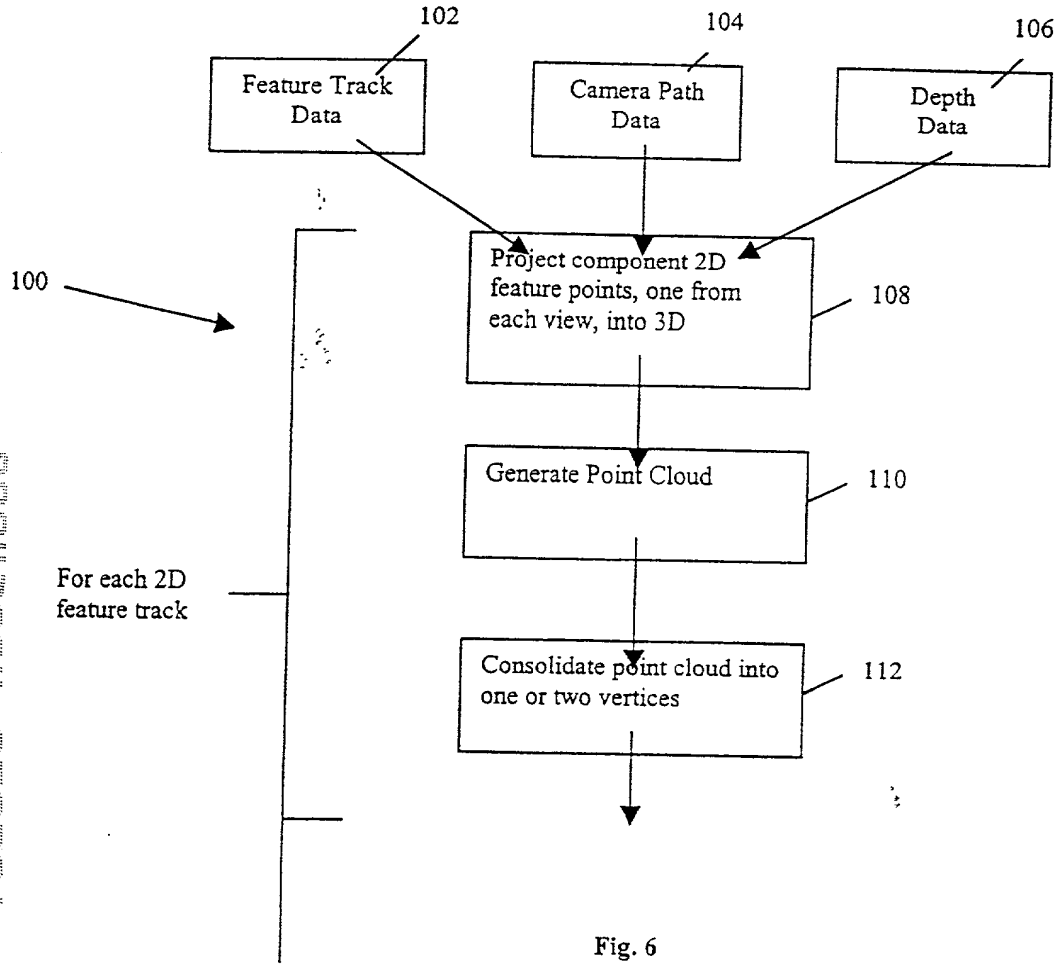
102
104
106
Feature Track Data
Camera Path Data
Depth Data
100
Project component 2D feature points, one from each view, into 3D
108
Generate Point Cloud
110
For each 2D feature track
Consolidate point cloud into one or two vertices
112

Fig. 6

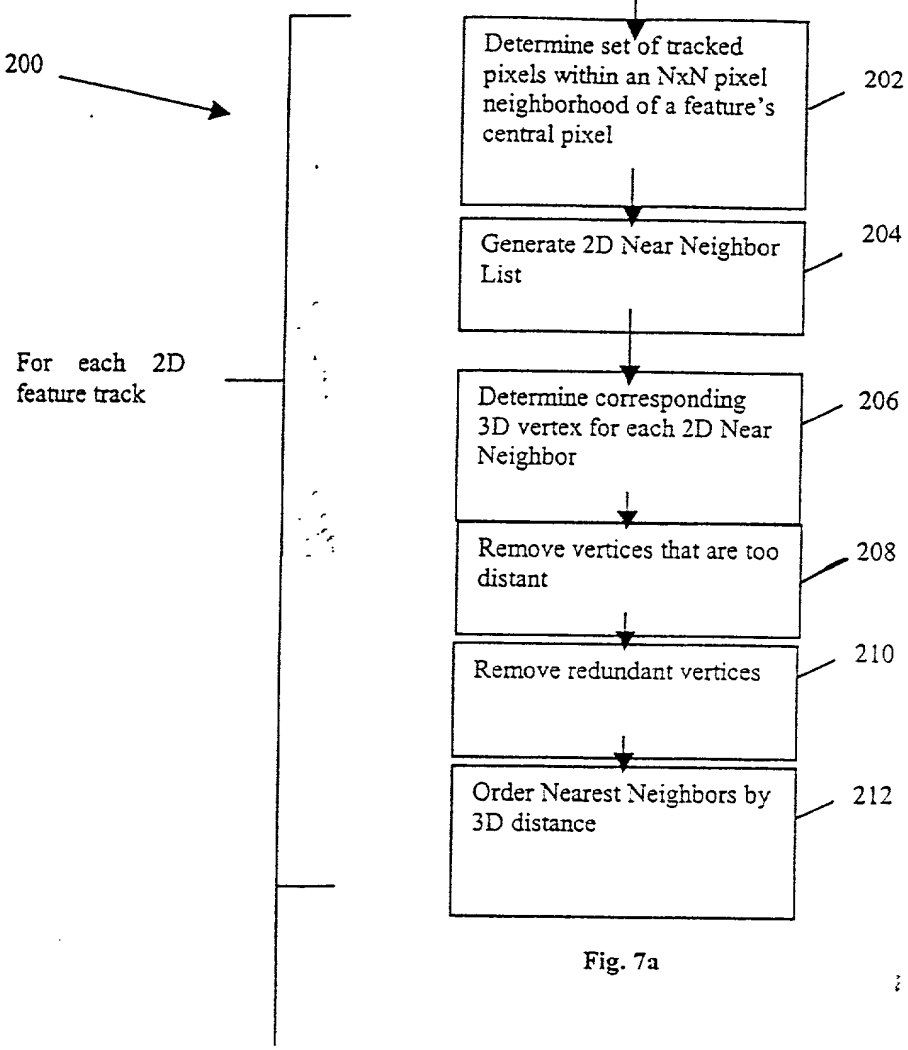
200
For each 2D feature track
Determine set of tracked pixels within an NxN pixel neighborhood of a feature's central pixel
202
Generate 2D Near Neighbor List
204
Determine corresponding 3D vertex for each 2D Near Neighbor
206
Remove vertices that are too distant
208
Remove redundant vertices
210
Order Nearest Neighbors by 3D distance
212

Fig. 7a

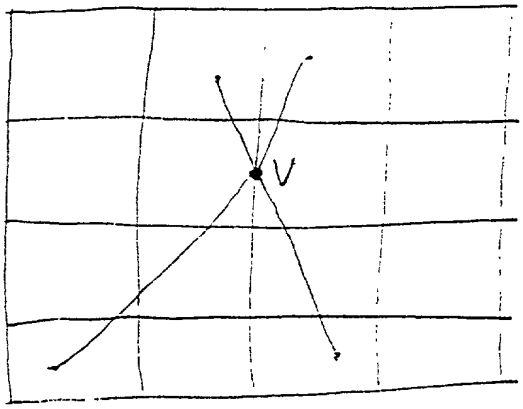
V

Fig 7b

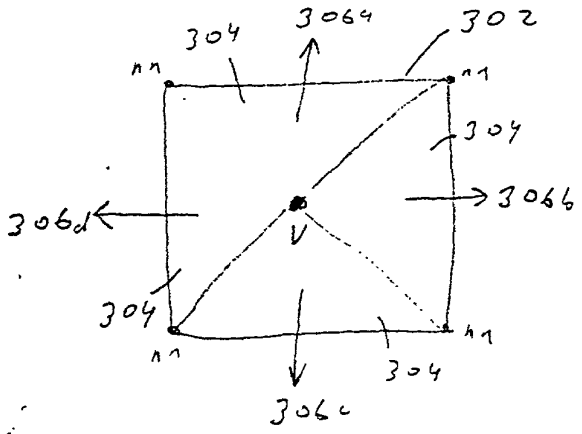

Fig. 8

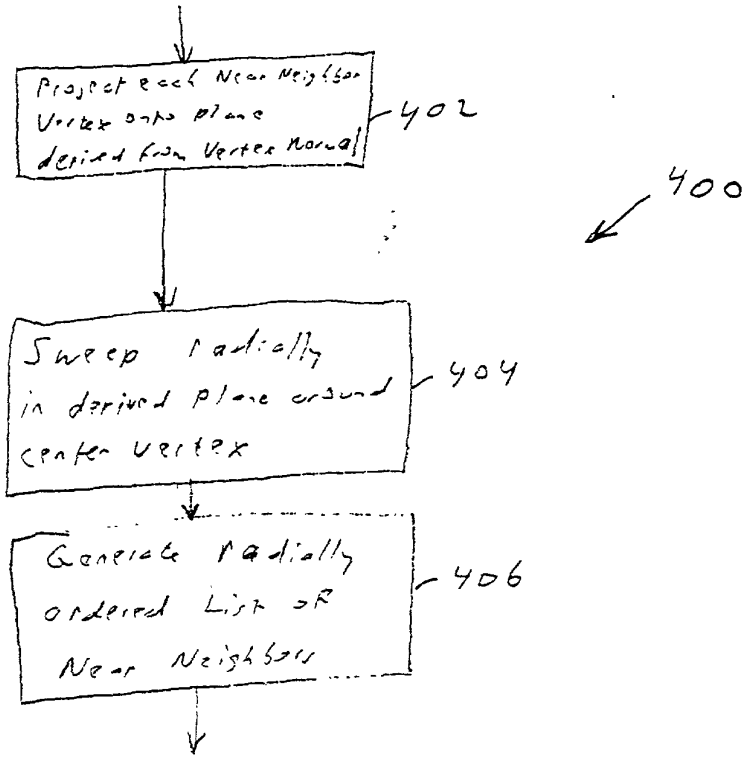

Fig. 9

Software-Docket

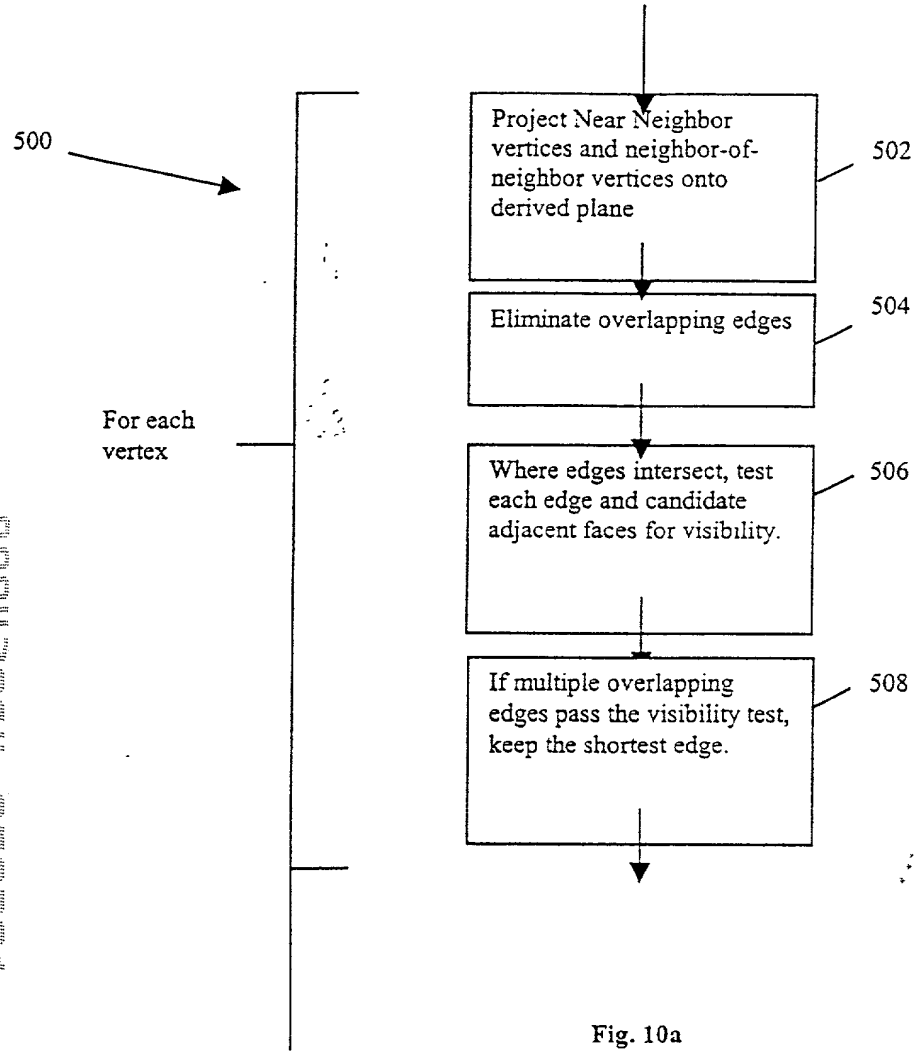
500
For each vertex
Project Near Neighbor vertices and neighbor-of-neighbor vertices onto derived plane
502
Eliminate overlapping edges
504
Where edges intersect, test each edge and candidate adjacent faces for visibility.
506
If multiple overlapping edges pass the visibility test, keep the shortest edge.
508

Fig. 10a

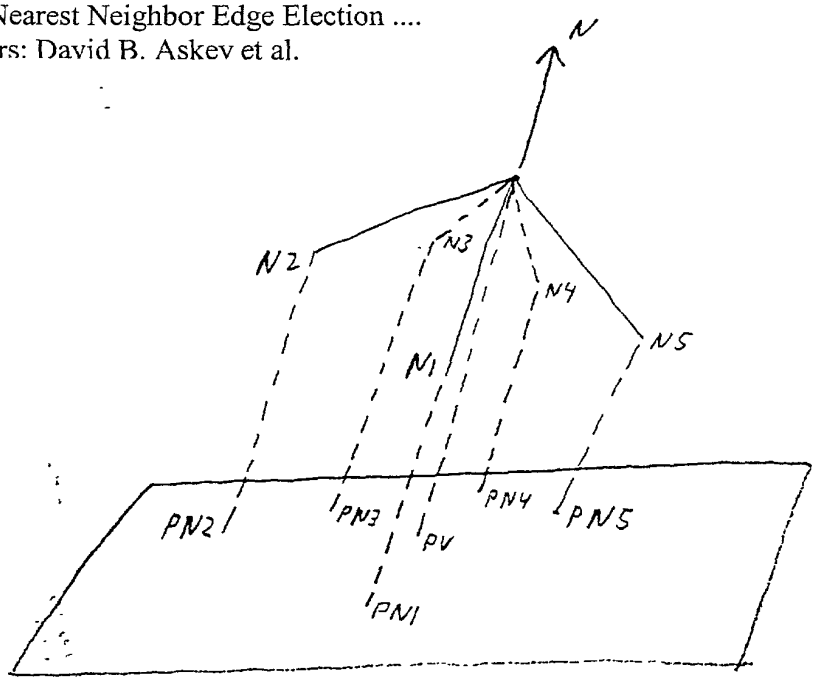

Fig. 10b

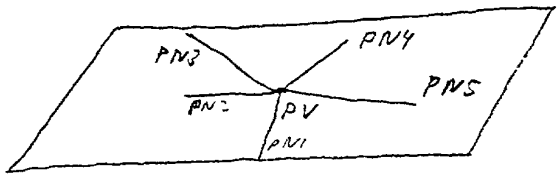

Fig. 10c

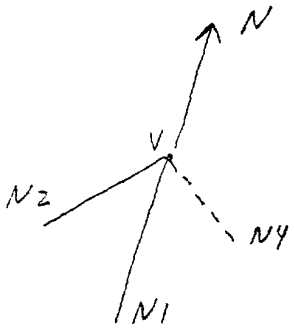

Fig 10d

Docket - Search

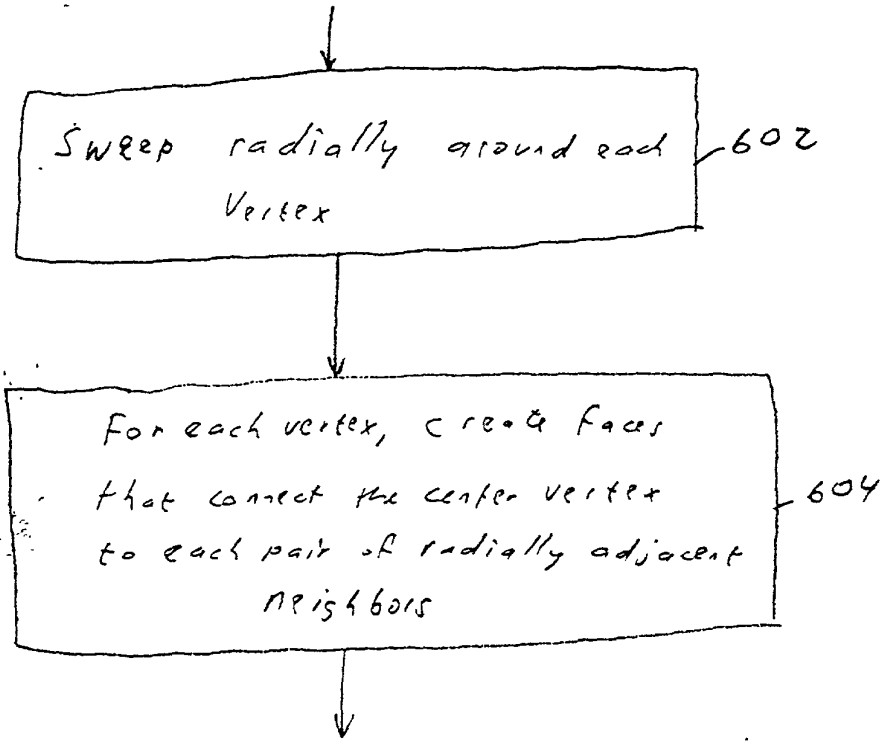

Fig. 11

Doc#: 2346.2004-001

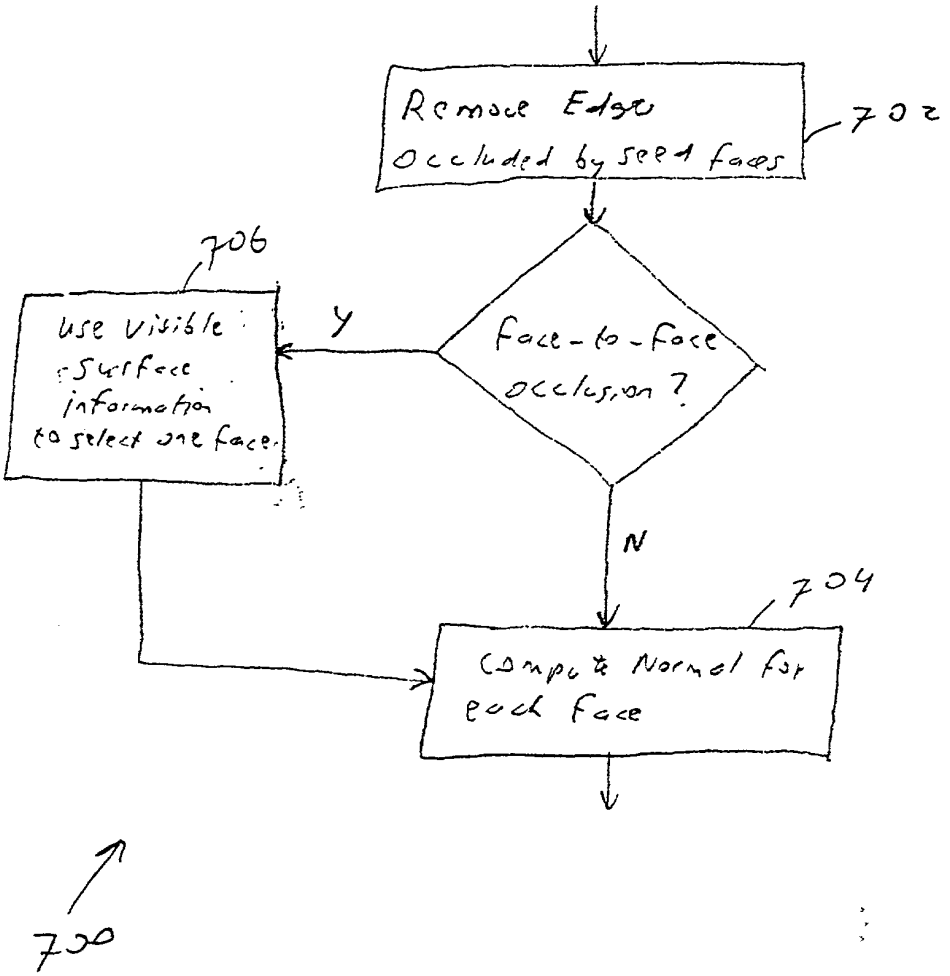

Fig. 12

Patent Application Publication

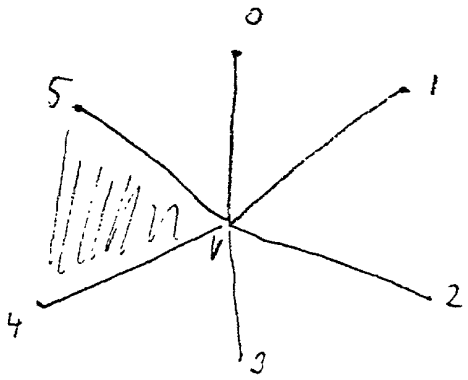

Fig. 13

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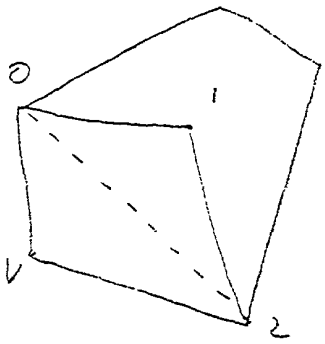

Fig. 14